

Proportion of Online Time Spent Using Mobile Devices, June 2019
Epic Games, Inc. v. Apple Inc., Case No. 4:20-cv-05640-YGR-TSH (N.D. Cal.)
Summary Pursuant to Federal Rule of Evidence 1006

Country	Proportion
India	91%
Indonesia	91%
Brazil	85%
Mexico	82%
Argentina	78%
Spain	78%
U.S.	77%
U.K.	77%
Italy	76%
Canada	72%

PLAINTIFF
U.S. District Court - NDCAL
4:20-cv-05640-YGR-TSH
Epic Games, Inc. v. Apple Inc.
Ex.No. PX-1075
Date Entered _____
By _____

Source: PX2725 (ComScore (2019) “Global State of Mobile,”
<https://www.comscore.com/Insights/Presentations-and-Whitepapers/2019/Global-State-of-Mobile>).

Description: The table above reports the percentage of time spent online accounted for by time spent on mobile devices. Mobile devices includes both tablets and smartphones. In the U.S., the vast majority of time spent on mobile is on smartphones (70 percent of total smartphones versus seven percent tablets for the US).

See Evans Opening Report Section V.B.2.b for more detail.